

# **DESCRIPTIVE OPINION “BOJA HAVE SKATE” COMMUNITY IN BOJA**

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## **ABSTRACT**

“Boja Have Skate” is a skateboard community in Boja. Boja is a district in Semarang. The discussion of this thesis is about member’s opinion about “Boja Have Skate” community in Boja. Boja teenagers have experienced the new culture process through skateboard.

This research purposes to know about the opinion of “Boja Have Skate” community. Ten members of “Boja Have Skate” are taken as the respondents. The analyze and research use theory of social community and the use of cultural product.

The result of the research reveals that community of “Boja Have Skate” is formed because they have the same interest and hobby to play skateboard. At the beginning, the community only has two teenagers who like playing skateboard, they make the other teenagers interested to know and learn about the game. Boja teenagers get the information about skateboard from internet.

The community of “Boja Have Skate” chooses the skateboard because they think that the game is challenging, not mainstream, and interesting to follow. Skateboard makes the Boja

teenagers able to express their existence, get pleasure and satisfy themselves.

Keyword: *Community, Skateboard, Boja Have Skate, Boja.*

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## 1. Introduction

According to Wenger (2002:6) community refers to a group of people who share their care, problem, or interest to a certain topic and learn knowledge involving their skill by interacting continuously. The community has function to share information about certain object. The desire of expressing their same interest and need is the cause of community formation. Every community has the program to support their vision and mission. The program is expected to be able to develop their community or to maintain their existence. One of the programs is the formation of skateboard community in Boja which called “Boja Have Skate”.

According to Crow and Allan (1994:125) community can be divided into three components. First, based on location, place, or area, where the community has something geographically. Second, based on interest, a group of people build a community because they have the same interest and hobby. Third, based on communion, the communion is the basic idea to support their own community.

Skateboarding was first discovered in the mid-1950s, along with the development of surfing in the area of California, United States. In mid-1960s, skateboard became a game that was quite mainstream in America. Skateboard popularity began rising when a local magazine that discussed the game started to be published, *the Skateboarder Magazine*. It became a media that was very helpful for skateboarders to be fully aware of this.

Nowadays, the fame of skateboarding game is more widespread up in many different countries, including Indonesia. Many Indonesian teenagers begin to love this game. Skateboarding is not only played in big city, but it is also played in rural areas, even there is a community for skateboarders. The phenomena increase the writer's curiosity about the members' opinion of "Boja Have Skate" community.

## 2. Methods

The writer uses field research in collecting the data. This field research will use quantitative and qualitative method. Quantitative method is a method that is based on numeric information. This method uses particular respondents to answer such questionnaire that results in numeric information to be analyzed. During the process, there is an interview with the respondents to collect the data (Dawson,2010:19).

On the other hand, qualitative method is a research method that uses the interpretation of the writer towards the topic by reading several supporting books, and searching addition from the internet sources (Stokes,2007:XI).

## 3. Analysis

The writer gave five questions to the respondents in the questionnaires. Following are the answers of the questionnaires and the data analysis:

### 1) The Reason joining the “Boja Have Skate” community.

Table 1. Table of reason joining the “Boja Have Skate” community

No	Chosen Answers	Number of respondents	Percentage
1	The same interest and hobby (playing skateboard)	10	100 %
2	Follow the friend’s interest	-	-
3	Making new experience and friends	-	-

### 2) The duration joining the “Boja Have Skate” community

Table 2. Table of durations joining the “Boja Have Skate” community

No	Chosen Answers	Number of respondents	Percentage
1	< one year	1	10 %
2	One-two years	7	70%
3	>Two years	2	20%

### **3.1.1 The Background of “Boja Have Skate” community**

Based on the questionnaires number one, all the respondents (Table 1. Table of reason joining the “Boja Have Skate” community) answer that they have same interest and hobby when they are asked about the reason why they joined “Boja Have Skate” community. Boja is the district, in the rural area in Semarang but skateboard could enter there. The skateboard was played by two teenagers only. The two skateboarders played the game periodically to introduce it to the other teenagers. At first, not many teenagers knew skateboard. The early skateboard players introduced this game to their friends, after several years, many other teenagers are attracted to join them practicing skateboard game. They have made the game popular and gradually more followers joined the skateboard. To unite their same interest, the Boja teenagers built the community of skateboard lovers. They have succeeded introducing the skateboard to many people in Boja district.

They organize the community to show the people that skateboard is not only interesting game but also entertaining game. The skateboarders always hold the competition, so people will admit their existence. Their admittance is important for them because teenagers always want to draw others’ attention.

The proverb says that “the birds with the same feather flock together”. That proverb’ means that naturally people want to gather with the other people who have the same hobby and they make their life become exclusive. As the proverb, the teenagers who like the skateboard will effort to find the other teenagers who have the same interest.

The respondents are the teenagers who want to prove that they have the challenging spirit and tend to show that they are different from other teenagers. The teenagers imitate the style of American teenagers game because they think that skateboard represent their thoughts, the spirit of expressing freedom, the spirit of youngsters like to face challenging and danger.

More teenagers joined the skateboard community and it created problem, they needed large area to play and practice the game. More skateboarders need more place or wider area. It become more difficult to solve because the residences thought that the game damaged the environment and disturbed them. The skateboarders need long time to make the Boja's society understood in positive way and willing to help them.

Many people think that skateboard is the game for the rich, because the instrument for playing is expensive. The skateboard community give information to the new comers how they can get the board easily and cheap. They guide them to make the board by themselves or buy the second hand one.

The good communication and togetherness in the community make many teenagers join the "Boja Have Skate" Community. The number of members is increasing from time to time. In the table two show that seventy percent (70%) members have joined the skateboard's community for more than one year. The community founders guide the junior players well, they teach them how to play the game with many kind of styles. The seniors are patient to train the juniors so the members keep joining the skateboard community for long time.

### 3) The Skateboard spreading ways

Table 3. Table of skateboard spreading ways

No	Chosen Answers	Number of respondents	Percentage
1	Internet	7	70 %
2	Film	3	30 %
3	Frien / neighborhood	-	-

The result of the survey shows (Table 3. Table of skateboard spreading ways) that 70% (seventy percent) respondents know the skateboard game from internet. 30% (30 percent) respondents know from film.

### 4) The source of information about skateboard

Table 4. Table of skateboard's information

No	Chosen Answers	Number of respondents	Percentage



1	Internet	10	100 %
2	Film	-	-
3	Frien / neighborhood	-	-

The result shows (Table 4. Table of skateboard's information) that all respondents know about the advance information of the skateboarding from internet.

### 3.1.2 The Spreading Information about the existence of “Boja Have Skate” Community

Skateboard is one of the game cultures of American teenagers' style. As the super power country, American popular culture spreads easily to all over the world and influences the culture of many other countries and skateboard has carried out. Later this game becomes the teenagers' lifestyle, including Indonesia. Based on the result of questionnaire in number 2 to 4, most of respondents chose internet for answering the following questions:

1. How do you know about skateboard game?
2. Where do you get the information about skateboard from?

From the questionnaires as the equipment to support the research, all the respondents (Table 4. Table of Skateboard's Information) answered that they got the information about skateboard from internet. The answers prove that internet introduce the skateboard to the teenagers in Boja Semarang. They can get skateboard information from many media in internet such as from youtube and google. Skateboard can be more popular among the Boja

teenagers' through the spreading of American films which expose skateboard as the theme of the films.

The third, Boja teenagers often watch the American films where the American teenagers use skateboard for the daily activities like going to school, doing their hobbies and they, the third Boja teenagers, are interested to imitate the style. They are attracted to imitate the culture because they consider that skateboard represents their life. Skateboard game is energetic, lively, and it has high mobile. Lords of Dogtown, Deck Dogz, dan Street Dream are the title of the films which make the skateboard become more popular caused by using skateboard as the theme. The films make the teenagers of Boja Semarang think that skateboard as modern lifestyle and very interesting to follow.

Based on the interview with the respondents, the skateboarders did not give attention where the skateboard derived from. They adopted this game by the internet. The game is very interesting for them. The skateboard is a challenging game for the teenagers who like expressing their freedom.

Internet have great influence in spreading their culture to the other countries, in this case is Indonesia. The internet have the ability to make the culture become more popular so the culture is appreciated, loved, and used as the way to act and behave. In this way, internet have important and active role in developing the western culture, mainly the American culture so skateboard game is growing and increasing in the Boja, because some people think that whatever they often get from abroad are modern. The people want to follow this kind of style. The teenagers of Boja Semarang think that they are modern and classy when they

follow the trend which derived from the western. Internet have great influence so whatever informed by mass media can be trending and become interesting among them.

By the power of Internet in passing the space and serving the information nearly in all over the world, makes the United States have great potency in spreading the concept and influence. One of the influence is Skateboard game, the American teenagers game culture has entered to Indonesian teenagers lifestyle, not only done by teenagers in big cities but also done by teenagers, in many districts, like in Boja, one of the district in Semarang. The existence of internet in giving the information tends to make changes in their life, the influences can be seen in the activities of Boja teenagers. They have adopted this American popular culture as their hobbies. They have their own community, the community of skateboard players, it is “Boja have skate”. The web site have been able to reach the most of people community in many regions in Indonesia.

The respondents also said that the internet are not only introduce the skateboard game, but also give information about the developing of skateboard, the technique of basic trick in playing skateboard, the information about the accessories, kind of board, and the skateboard communities are also provided by internet. Respondents make sure that internet have great and important role in spreading the information because they realize that skateboard is not their culture. The Boja Teenagers can not get the detail information about skateboard through their place. The community of “Boja have skate” can get the information easily to upgrade and update the latest knowledge about skateboard by internet whether by browsing in youtube or google.

The direct effect of entering internet into this country is the social and cultural change in teenagers of Boja Semarang. Internet give great changes, they can be seen in the Boja culture has been added by the skateboard game in their life style as a new culture into their area. The new game from abroad is more attractive for Boja Teenagers. They enjoy the skateboard as a new game. The skateboard games becomes more interesting because the game is from abroad.

##### 5) The reason of skateboard as their choice

Table 5. Table of choosing the skateboard reasons

No	Chosen Answers	Number of respondents	Percentage
1	Interesting, challenging, and different from the others game	9	90%
2	Follow the trend/style in the neighborhood	0	
3	Other (it has philosophy of live)	1	10%

### 6) The opinion about advantages playing skateboard

Table 6. Table of skateboard playing advantages

No	Chooosen Answers	Number of respondents	Percentage
1	By playing skateboard, it shows that I am modern people and always follow the upcoming trend	0	-
2	Skateboard in accordance with my taste 8 and personality	8	80%
3	I get the satisfaction and pleasure from 2 playing skateboard	2	20%
	Others ( it has the philosophy of live)	-	-

From the result of the survey (Table 5. Table of choosing the skateboard reasons), we draw the conclusion that ninety percent (90%) of the respondents can entertain and satisfy themselves by playing the skateboard game while ten percent (10%) choose the other reason.

In table six (table of skateboard playing advantages) eighty percent (80%) respondents stated that skateboard in accordance with their taste and personality. Twenty percent (20%) of the respondents can entertain and satisfy themselves by playing the skateboard game.

### **3.1.3 The Benefits of Skateboard for Teenagers**

According McQuil (1984:18), the use of cultural products have three important aspects, namely :

1. Hope for direct involvement
2. Individual taste
3. Imaginative experiences

People always want to be part of community where they can find their interest. They always have the reasons to do thing they like most, as their hobby. It will be more interesting if something they like most is the product of the advancement of culture especially from western, like skateboard. The most people, who like skateboard are teenagers. The youngsters are good followers for something new. Boja teenagers like involving in the new culture, skateboard game is one of the cultural products and it is new for them.

The information technology has spreaded widely. The Technology has entered into the rural area. The information about skateboard has been received by teenager of Boja one of the rural area in Semarang. They can gain more knowledge about skateboard through internet.

The teenagers as the users of the advancement of culture admire the skateboard very much. They want to keep up with the western teenagers, take part in this kind of game, and want to involve in it. The habit is changing, the taste of teenagers have altered. The former

teenagers enjoyed the traditional games, they thought the traditional games were interesting, challenging, and supporting the teamwork.

The traditional games were left by recent teenagers. The old games are not attractive anymore for them. The culture has been changing and the youngsters are enjoying the experience, nearly all the youngsters like this kind of changing from old games into modern ones.

The main reasons of receiving the new game are pleasure and satisfaction. The teenagers play skateboard, of course for satisfying their pleasure. Twenty Percent (20%) (Table 5. Table of choosing the skateboard reasons) teenagers replied that they get satisfaction and pleasure from playing skateboard, when they, as the respondents were asked about their opinion of the advantages of skateboard game. Ten percent (10%) of respondent (Table 5. Table of choosing the skateboard reasons) said that there is philosophy life of reasons. According to the respondents, there are many advantages why they choose skateboard game.

The followings are the advantages of the skateboard game according to the Boja teenagers who choose skateboard as their new hobby. The skateboard game is very entertaining, by watching and playing the beautiful movements of the skateboarders is very amusing. Boja teenagers can refresh themselves and escape from the boring daily activities, like working or studying. They feel annoyed spend all the time doing their daily activities. The skateboard game is the activity for killing their spare time. Boja teenagers need to make

their life more comfortable, the entertaining is their reason. The skateboarders play the game to get satisfaction and pleasure.

The teenagers will be more responsible if they do something with pleasure. They must prepare everything needed for their hobby by themselves. Boja teenagers have to manage their time wisely, so their hobby does not interrupt their main duties or jobs. The other responsible is organizing, the skateboarders are able to organize the community of skateboard players, so the organization can be the professional one, if they can hold the professional competition which allow them getting so many experiences from it.

The professional competition enable them to encourage the skill of entrepreneurship, it is possible if there are more and more people are loving it, like in football game. The community of skateboarders is getting more followers that is why many skateboard accessories available in the sport shops. It can be a new business opportunity.

Organizing the skateboard community enable the teenagers have other skill, it is lobbying. They need to lobby many institutes to have the license to hold competition, from district to province institutes. The teenagers will get new experience in communication in the formal atmosphere. They raise their ability to persuade the officers to give the license. This kind of skill is very useful for them in the future.

The sense of creativity is given to the skateboarders by playing this game. They can create attractive movement of the boards. The movements are surfing, jumping in the up and down areas and turning the board while jumping, although it is very dangerous for them but



they get pleasure. The skateboarders can get satisfaction if they do it well. The new tricks in playing skateboard are needed if they want to look more attractive for others.

The skateboard game is really an amusing game. The people who enjoy it will feel entertained so no wonder more and more people especially the teenagers participate to involve in this game. No matter, the skateboard game is from abroad, the teenagers keep enjoying it.

The ten percent (10%) of the respondents answered that they have philosophy live in choosing in the skateboard as their hobby, when the respondents are asked about their opinion of the advantages of skateboard game. By playing the game, the respondents feel that they can improve the way to view living. The skateboarders live the life happier and have already had the way to make themselves more cheerful.

#### 4. Conclusion

The background of the community of “Boja Have Skate” is formed because of the same interest. The teenagers choose to join the skateboard community for expressing their hobby. The community is able to introduce the skateboard to Boja society because of the establishment “Boja Have Skate” community.

The writer has found in this research something new and unique to learn. The writer got the perspective about member’s opinion about “Boja Have Skate” community. Internet has introduced the skateboard game to Boja teenagers. In conclusion, for Boja teenagers, playing skateboard is suitable game for them because the game is challenging and different

from the others. Besides the above reason, the Boja teenagers choose skateboard as their hobby. According to them, skateboard game has philosophy of live which means that skateboard has given them something interesting to learn and to explore. They force themselves to achieve to play the game, and never give up. The skateboard which is as reflected as America popular culture has improved fast and widely makes changing into the way of Boja teenagers thinking and styling. That changing has made the teenagers' way of live tend to western

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### **Informant**

1. Anjar Dewangga (Male, 27 years Old, Founder of Boja Have Skate Community)
2. Dani (Male, 25 Years Old, member of “Boja Have Skate” community)
3. Bagus Pradikta (Male, 21 years old, member of “Boja Have Skate” community)